

Area of impact: Health

3. Traditionally, video game consoles have been used primarily by children. In 2006, *Nintendo* expanded its market for the Wii video game console to include senior citizens. It has quickly become a popular form of mental and physical therapy in nursing homes across North America, Europe and Australia. Unlike some other video game consoles, users of the Wii system are required to perform physical movements, which are simulated by an action on the screen.



[Source: <http://vatwinvike.umwblogs.org/files/2008/11/wii1-300x276.jpg>, 29 May 2009]

In games such as *Wii Sports*, the Wii console uses sophisticated motion-sensing technology in its remotes to imitate real-life play. One of the distinguishing features of the console is its wireless controller, the “Wii Remote”, which can be used as a hand-held pointing device and can detect acceleration and movements.

- (a) Identify **two** limitations of the Wii as a simulation. [2 marks]
- (b) Describe **two** other potential uses of the technology incorporated within the Wii video game console. [4 marks]
- (c) Explain how **two** devices that are not physically connected can communicate with each other. [4 marks]
- (d) Evaluate the role of video game consoles in the healthcare of the elderly. [10 marks]